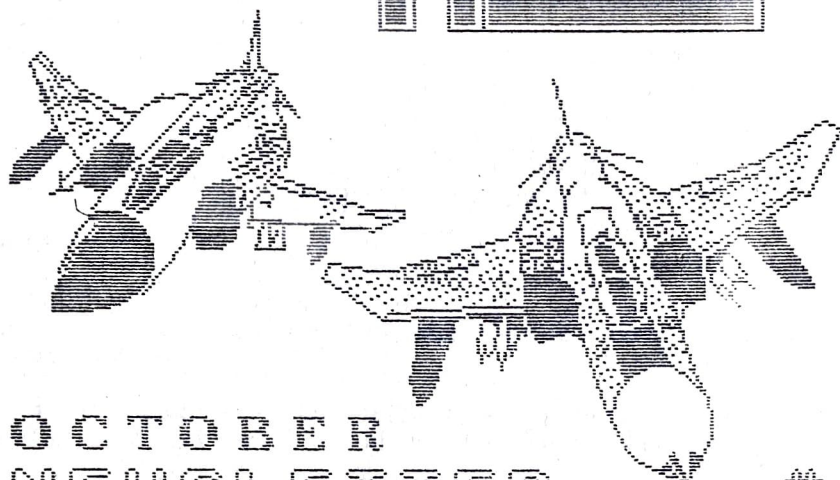


ABUG



OCTOBER NEWSLETTER

#40

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DIARY

The next few meetings will be held on:

5 November
19 November
3 December
17 December - Christmas Party

All meetings are held in the Shakespeare Hotel on Gibraltar Street, near Sheffield city centre. Note that there is a THREE WEEK GAP before the next meeting on 5 November.

THE 'L' GAME devised by Edward de Bono

RULES

1. Each player has one L piece which he keeps throughout the game. The two small square neutral pieces do not belong to either player.
2. At the start of the game the L-pieces and the neutral pieces are always arranged as shown in the diagram.
3. The game starts with one player moving his L-piece to any new position, anywhere on the board (not necessarily adjacent one) - that is to say any position in which it does not cover exactly the same four squares as before. It is enough if only one new square is covered in addition to three covered previously. The L-piece may be picked up, rotated, turned over, moved across other pieces and treated in any manner so long as it is replaced on the board to cover four unoccupied squares which are not exactly the same as before.
4. After a player has moved his L-piece he may, if he wishes, move either one of the two neutral small pieces to any unoccupied square on the board, not necessarily adjacent one. A player does not have to move a neutral piece. A neutral piece may never be moved before the L-piece is moved.
5. The players take it in turn to move their L-pieces (followed by a neutral piece move if a player wishes).
6. The object of the game is for one player to 'block' the other player's L-piece so that it can no longer be moved. The player who succeeds in blocking the other player in this manner is the winner.
7. If two players repeat exactly the same sequence of moves three times then the game is declared a draw.

THE BOARD & STARTING POSITION

The board is 4 x 4 square with a starting position layout as follows :-

```

      ! 1 ! 2 ! 3 ! 4 !
      !---!---!---!---!
1 ! NNN! XXXXXX!   !
      !---!---!---!---!
2 !   ! OOO! XXX!   !
      !---!---!---!---!
3 !   ! OOO! XXX!   !
      !---!---!---!---!
4 !   ! OOOOOOO! NNN!
      !---!---!---!---!

```

Where NNN = neutral square piece
 OOO = one L-piece
 XXX = one L-piece

For example, one of the TEN winning positions is shown below:-

```

      ! 1 ! 2 ! 3 ! 4 !
      !---!---!---!---!
1 !   !   ! XXX!   !
      !---!---!---!---!
2 ! NNN!   ! XXX!   !
      !---!---!---!---!
3 ! OOO! NNN! XXXXXX!
      ! OOO!---!---!---!
4 ! OOO! OOO! OOO!   !
      !---!---!---!---!

```

Those are the rules, together with an example of a winning game, all we now require is a program.

HAVE A GO. TRY MODE 7 OR EVEN MODE L YOURSELF ON A PROFESSIONAL PROGRAMMER.

Frank Webster

SOFTWARE REVIEW - DOUBLE PHANTOM

Double Phantom, from Doctor Soft, is the ultimate two-player game, running fighter plane simulators on two connected Beebs. To play, you need two BBC Micros, which can be any combination of Model Bs, B+s or Masters, one of which must be fitted with a disc drive (40 or 80 track). The connection is made with a special ribbon cable, a metre or so long, that plugs into the user ports of the two machines. The game must be booted up on both machines, although there is a facility to make a tape copy of the 'slave' loader, if the slave machine isn't fitted with a disc drive.

Both aircraft may be controlled independantly, but in Combat Mode each can appear on the other's screen, and each can shoot at the other. The usual instruments are provided, including a radar that locks onto the enemy. Fuel and ammunition are limited, and a number of runways are provided for landing and refuelling. The game is rather Aviator-like to play, although the aircraft seem a little easier to control. A Training Mode is provided, in which crashes aren't fatal, although you can be shot down, and a Combat Mode, where they are!

Graphics, apart from the instruments, are rudimentary - an horizon plus ground markings, to indicate which way up you are, but the plane moves through real three dimensional space, and the general effect is very realistic. If you have access to two BBC machines, it is well worth the £19.95 asking price; it will take a lot of hours to explore its full potential. If you are ordering, make sure you specify your exact DFS - a copy for Acorn's version 1.2 would not run on a machine fitted with version 0.9!

Dave Brown

WHAT'S IN THE MAGS?

No-one has objected to this feature yet, so we'll try it for another month! Note that, while I try to include all the important features of the magazines, I can't guarantee that I won't inadvertantly miss some out.

A & B COMPUTING, Nov 1986, Vol 3, #11, 116pp + 20pp supplement, £1.50

Features & Programs:

Transferring data by telephone / Analogue to digital conversion / screen drawing utility / Utility for processing Mode 7 screens in Prestel format / Pacman-type game / ADFS menu

Reviews:

Mertec packages for the Master / Educational software, including Oil Strike, Folio, Picture Craft & various Edsoft offerings / Colourstick light pen / Advance teletext rom / Inter-word / Complete Wordwise Plus Handbook / Computer Concepts' Speech rom / Pineapple's CAD / Publishing packages / Galaforce, Trivial Pursuit and other games

The supplement is a Best Buy Guide, giving (brief) surveys of Arcade and Adventure Games, Education and Business Software, Memory Extensions, Electron Add-ons, Modems, Disc Drives, Mice, Monitors, Consoles and Printers. "Best buys" are given in each category.

THE MICRO USER, Nov 1986, Vol 4 #9, 164 pp, £1.25

Features & Programs:

Parallel arrays & pointers / Uses for conductive foam / Printer utilities using * commands / View ruler cursor utility / On-screen editor for BASIC / Routine to store two screens in memory / Game of Life / Dominoes game / Databases in schools / Shadows educational program / Spreadsheets

Reviews:

Technomatic's Dotprint-Plus NLQ rom / Clares' Artroom for the Master / Galaforce, Trivial Pursuit, Stryker's Run and other games

ACORN USER, Nov 86, #52, 218pp, £1.25

Features & Programs

Scrabble scorer program / Logical operators in assembler / An Electron system for schools / Program to give an on screen calculator / Super-Plot graphics program / How to switch between two screens in memory

Reviews

Advanced Disc Toolkit rom / Microvitec's Touchtec 501 screen / SJ Research's Econet fileserver / Inter-Word / System Delta's card index / Printers / In-depth review of the Master Compact / Raid Over Moscow, Mikie & Compact games

Dave Brown

CHRISTMAS CARD COMPETITION

Don't forget, entries for the Christmas Card Competition (details in last issue) should be in by the next meeting (5 November).

COVER

This month's cover was designed by Ian Brown. If you want to draw a cover or write an article, for the Newsletter, please contact Dave Brown or Pete Frith. If you have acquired new hardware or software, why not let other members know what you think about it? If you don't want to write the article yourself, talk to us anyway - we should be able to compile something between us. One of the main purposes of the club is to exchange information about the BBC micros - do it through the Newsletter.

FOR SALE

COMPLETE BBC MICRO SYSTEM

Comprising BBC Model B, 32K RAM, ROM board with 16K sideways RAM, twin 40/80 d/sided disc drives, 25 discs in box, 14inch colour monitor, leads, books, software and lots of extras. ONLY £550.00 Contact Richard Alderton, 24 Pinner Road, Sheffield (Tel 669170).